

GENERAL GAME RULES

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Chapter 1: Modes

1.1 General Premises

SatorGame is a fantasy management game where the protagonists are ordinary people, known as 'Very Normal People.' Unlike many play-and-earn games, SatorGame emphasizes commitment to real and consistent physical activity, contributing to the improvement of quality of life over time. Through the SatorGame app, real players—physical individuals engaging in activities such as walking, running, or cycling in their daily lives—can actively participate in the game.

The physical activity of these players is carefully analyzed and monitored through the SatorGame app, which records and analyzes their routes. This allows managers to assess player performance and make strategic decisions for team formation.

SatorGame provides an engaging experience where fitness and team management come together in a unique gaming environment. The combination of real physical activity, managerial involvement, and blockchain technology creates a stimulating and innovative gaming experience for all participants.

1.2 Objectives

1.2.1 Objectives for Managers:

Acquire desired players through an auction based on Satori Tokens, the in-game currency, using resources wisely.

Achieve the highest possible score in the global manager rankings, demonstrating team management skills and competing with other SatorGame managers worldwide.

Participate in exciting tournaments and competitions where managers compete for prestigious prizes. Tournaments provide the opportunity to test tactics, demonstrate strategic skills, and gain recognition within the SatorGame community.

Build a highly competitive virtual sports team through thoughtful choices and market operations. Effectively manage the team by selecting players, defining game tactics, and making managerial decisions to maximize team performance.

Carry out market operations such as player trades and negotiations to further enhance the team and increase its value.

1.2.2 Objectives for Players:

Improve consistency in engaging in the three main activities of the game: walking, running, and cycling. Regularity and consistency in performing these activities will contribute to increasing the value of the virtual player, called Satorvalue.

The greater the dedication and commitment to pursuing these activities, the more the player's value will increase.

Be acquired by managers through the auction within SatorGame, becoming part of their teams. Players who demonstrate greater consistency and regularity in walking, running, and cycling activities will have a higher chance of being chosen by managers and receiving a real contract in Satori Tokens, the in-game currency.

Increase one's level of popularity and fame within the game, creating a desirable virtual player image for managers. The player's value, determined by their consistency and performance in real physical activities, will contribute to their status as a coveted and appreciated player.

1.3 Game Participation

Users interested in participating in SatorGame can access the game through various methods: via the official game website at www.satorgame.com or by downloading the official SatorGame app on their mobile devices, such as smartphones or tablets. Both options provide a comprehensive and engaging experience for players, allowing them to access the game and enjoy all available features.

Chapter 2: Game Operation

2.1 Satori Token

Satori Coin (SATORI) is a utility token based on the ERC-20 standard that plays a fundamental role within the SatorGame platform.

SATORI serves the **function** of being exchanged for Game Tokens (GT), which are used within the game in two ways:

- Managers use GT to purchase players through the "auction" mechanism. Managers can make bids in GT to try to secure the most promising players for their teams.
- GT is awarded to selected players during auctions as "wages." When a player is chosen by a manager, they receive the GT bid as compensation for their participation in the team.

The exchange rate between SATORI and GT is consistently fixed, with a value of one to one (1 SATORI = 1 GT). This means that each SATORI can be converted into one GT and reverse, ensuring parity of value between the two tokens within the game system.

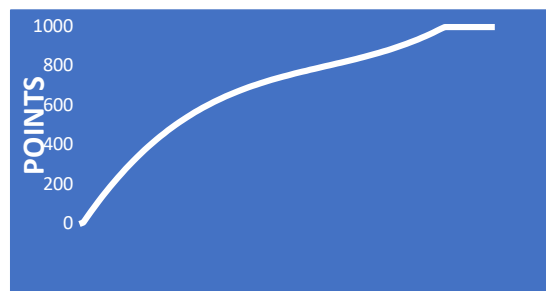
2.2 Satorvalue

The Satorvalue is a fundamental element in the Satorgame, as it represents the commitment, performance, and virtual value of the users.

Physical activity, whether walking, running, or cycling, is transformed daily into points using our proprietary algorithm, which assigns a value ranging from 0 to 3000. In SatorGame, we reward consistency and appropriate physical commitment, offering each user the opportunity to become a top player.

By utilizing GPS and mobile sensors, we identify the type of activity performed and the distance covered, generating the corresponding score. It is important to emphasize that it is not necessary to exert oneself beyond certain thresholds, as the maximum calculated score will never exceed the value of 3000.

In this way, we ensure that physical activity is healthy and tailored to individual capabilities, promoting a balanced and sustainable lifestyle. The daily score obtained is then transformed, through a smoothing algorithm, into the SatorValue. This value does not reflect the strength or skill in terms of timing but rather the consistency of the player in engaging in the activity over time.



2.3 Auction

The auction is a fundamental component of Satorgame that allows managers who enroll their team in the tournament to acquire the desired players for their squads. An auction session is offered every day.

At the beginning of each auction session, each player starts with an equal starting bid, established by the Board of Directors. After reviewing the player's statistics, managers can make a bid in Game Tokens (GT) that must exceed the starting bid or the bid of another manager. If a manager's bid is surpassed, they receive a refund of their previous bid.

At the end of the auction session, the manager with the highest bid obtains the right to field the player for the entire tournament. The selected player receives 15% of the bid in GT as compensation from the manager.

The manager's bid is binding and cannot be revoked.

The player can use the received GT in two ways:

- Use them in an auction to become a manager and form their own team.
- Perform a "CASH OUT" and convert the GT into SATORI.

The auction mechanism can thus be summarized as follows:

- Every day, an auction session is proposed, concluding before midnight.
- Managers use GT as a centralized gaming token to participate in the auction.
- Each player has an equal starting bid at the beginning of each session, determined by the governing board.
- Managers analyze player statistics and make bids in GT, which must exceed the starting bid or the bids of other managers.
- If a bid is surpassed, the manager receives a refund of the previous bid.
- At the end of the auction, the highest bid grants the manager the right to field the player for the entire duration of the tournament, and the player receives 15% of the bid in GT as compensation from the manager.

2.4 Roles and Levels

2.4.1 Roles

Satorgame offers its users various possibilities, allowing them to take on the role of a Player, Manager, or a combination of both.

The Players: represent participants involved in running, cycling, and walking activities.

The Managers: are tasked with creating and managing a team of players.

In the role of a Player, there are five different figures to choose from:

CAPTAIN ALLROUND WALKER BIKER RUNNER

It is up to the Manager to decide which role to assign to each purchased player, a choice that depends on the specific characteristics, skills, and preferences of the player. Satorgame does not impose a rigid definition of roles but allows each Manager to define them individually. As a guide, Satorgame proposes the Satorvalue, an index that takes into account users' performance in various activities.

The selection of roles is of strategic importance for the Manager, as it directly influences the score generated by the team through the players' on-field performance. Therefore, the Manager's choice of roles is crucial to maximize the overall performance of the team.

For a more in-depth understanding, section 2.6 'Team Management and Scores' provides detailed explanations of the scoring rules related to different roles. These rules ensure that each role contributes a unique and significant element to the team's total score.

2.4.2 Levels

To encourage engagement within the community, Satorgame has introduced a division of SatorValue into 5 distinct levels. This division allows players to assess their progress over time and set personal goals. Here's how the levels are defined:

1. **Beginner:** SatorValue ranging from 0 to 200.
2. **Expert:** SatorValue ranging from 201 to 400.
3. **Pro:** SatorValue ranging from 401 to 600.
4. **Master:** SatorValue ranging from 601 to 800.
5. **Elite:** SatorValue exceeding 801.

The levels provide Managers with valuable guidance for selecting players most suitable for their teams, taking into account the different SatorValue categories available. The composition of the team is strongly influenced by the players' levels.

Regardless of the role (biker, walker, runner, captain, or all-round), it is required that in the starting lineup of the team, there are at least 2 players at the Beginner level. This rule ensures a balance in the team, with players of different abilities, fostering a stimulating competition and fair participation.

2.5: Tournaments

TOURNAMENT BUY-IN

In "Buy-In" tournaments, managers enroll their teams in 'ARENAS' (Tournaments) that differ in the number of participants (e.g., 10 teams) and the entry fee 'Buy-In' (e.g., Buy-In of 10, 20, 50, 100, 250, or 500 SATORI).

The GT (Game Token) paid by managers for the "Buy-In" is distributed as follows:

67% is used as the final prize pool of the tournament.

15% is distributed among the various players selected through the auction mechanism (see paragraph 3.5).

15% is retained by Satorgame as a fee.

The remaining 3% is deposited into the "SuperPrize Pool."

When an ARENA reaches the required number of managers to be filled, a new ARENA with the same characteristics, including Buy-In and the number of participants, is automatically generated. Each tournament will have a start and end date and time communicated directly within the gaming platform.

2.6 Team Management and Scores

2.6.1 Player Registration and Selection

To form a team and participate in a Tournament (ARENA), the Manager must register and define the name of their team. For tournaments with a maximum participant limit, the auction only activates after the last necessary team has registered. In tournaments without a maximum limit, the auction begins as soon as the minimum number of participants set for that particular tournament is reached.

The Satorvalue level of players purchased in the auction remains frozen at the time of purchase.

During the auction, the manager purchases John85, whose Satorvalue is classified as Rookie. Despite any potential increase in John85's Satorvalue during the tournament and for the manager who made the purchase, John85 retains the Rookie status until the end of the competition. This rule ensures that the manager can rely on the stability of their team without having to recalibrate the strategy in response to value fluctuations during the tournament.

2.6.2 Team Composition

The team in SatorGame must consist of at least 9 players, each assigned a specific role: 1 Captain, 2 AllRound, 2 Walkers, 2 Runners, and 2 Bikers.

In Section 2.6.4, the activity for each individual role is specified. The team composition can be modified by acquiring new players during the daily auctions, even during the Tournament.

2.6.3 Player Lineup

To accumulate points and compete in the Tournament, the Manager must compulsorily field a **STARTING LINEUP of 9 players: 1 Captain, 2 AllRound, 2 Walkers, 2 Bikers, and 2 Runners**. If the initial team does not consist of at least 9 players, the team DOES NOT PRODUCE ANY SCORE.

The remaining players go to the bench and are available for substitutions. The starting lineup of the team must be fielded and saved by one minute before the start of the Tournament. It is possible to change the Starting Lineup every day, and there is no limit on the number of substitutions. However, any substitution made will only take effect in the next 24 hours.

For example, if today I replace Mark76 with Paul35, the score of Paul35 will be considered only from the following day. For the current day, the score of Mark76 will remain valid.

Formation rules

In the initial lineup, some rules must be followed in addition to role designation:

- At least 2 Beginner-level players must be fielded, regardless of the role.
- A maximum of 1 Legend-level player can be fielded, regardless of the role.

The same rules apply in case of player substitutions during the tournament.

2.6.4 Roles and Scores

Each role has a specific impact on the points awarded to the team. Here are some examples:

Captain: Regardless of the activity performed, the Captain doubles the obtained score.

Example: Mark76 accumulates 200 points during the day through running and biking, contributing 400 points to the team as he holds the Captain role.

ALLROUND: Those who contribute 100% of the points obtained, regardless of the activity. For example, if Rick81, playing as an AllRound, accumulates 150 points in walking, 200 in running, and 100 in biking during the day, he contributes a total of 450 points to the team (150+200+100).

WALKER: Those who contribute 100% of the score if they engage in walking activity, while the score for other activities is halved.

Example: If Bill68 obtains 300 points from walking and 200 from running during the day, he contributes a score of 400 points to the team ($300 + 200 / 2$).

RUNNER and BIKER: Follow the same rules as WALKER.

This highlights that choosing the right role for each player is crucial and will directly influence the team's score. To further assist managers, an internal chat is available, allowing users to share strategies, advice, and information, making role management and team score optimization more effective.

TEAM SCORE: The total score of the team is the sum of the scores obtained by the 9 players, placed in various roles, in the starting lineup.

2.7 Prizes

The prize pool of each tournament will be publicly communicated at the beginning of the tournament, in compliance with current regulations. Within each Arena, detailed prizes for both teams and individual players will be specified, with special rankings dedicated to them. Tournaments will be structured with progressive value levels to ensure a fair and stimulating gaming experience.

The company owning Satorgame reserves the right, at its sole discretion, to disqualify any individual found attempting to alter the functioning of the tournament or acting in a manner deemed inappropriate or in violation of this regulation. The company owning Satorgame is authorized at any time, with valid reasons, to disqualify or exclude participants from the competition, with no possibility of appeal.

It also reserves the right to exclude participants in the case of suspicious behavior, misconduct, fraud, or any other behavior in conflict with this Regulation, with no possibility of appeal. It is specified that, concerning the game, the logs recorded in the database of formations saved by users will be considered authoritative.

Chapter 3: Security e privacy

Satorgame, as the data controller, in accordance with Article 4, paragraph 1, point 7, of Regulation (EU) 2016/679, provides the following information to users of the Satorgame app.

Collected Personal Data

The Data Controller may process the following personal data in electronic format: name, surname, nickname, username, age, gender, email address, Wallet address, profile picture, place and date of birth, geolocation data, data related to utility token transactions, etc.

PURPOSES OF PROCESSING

The collected personal data is used for:

- ensuring the functioning of the SatorGame;
- transferring utility tokens according to the terms and conditions stated in the Terms of Use;
- conducting, if applicable, a promotional service and newsletter, subject to the explicit consent of the data subject.

SCOPE OF COMMUNICATION AND DISSEMINATION OF PERSONAL DATA

To provide its services, the Data Controller uses third-party service providers of various kinds (so-called data processors). With each of them, the Data Controller enters into a contract that imposes the utmost confidentiality and the adoption of particular security measures according to the guidelines prepared by the European Data Protection Board and other competent authorities. The data processors to whom the Data Controller may communicate personal data are:

Storage service providers (e.g., AWS cloud);

Consultants and providers of professional services (e.g., professional accounting or legal firms);

Entities providing customer support services (e.g., call centers, help desks, etc.);

Entities engaged in marketing activities, market research, or contributing to the promotion of SatorGame or providing commercial information (if the data subject has given specific consent to the processing for such purposes).

The list of data processors can always be requested from the Data Controller by writing to the address indicated at privacy@satorgame.com.

Personal data is not subject to disclosure.

PERSONAL DATA

The personal data of registered users in SatorGame is stored for the duration of the user's subscription. Subsequently, the data is retained for a period of 10 years or for the time necessary for the expiration of prescription terms related to potential actions or claims by the data subject. In such cases, the data is stored discreetly and subject to specific restrictive access limitation measures.

The company places a particular emphasis on the confidentiality and protection of users' personal data, employing state-of-the-art security technologies to ensure their rights.

However, users acknowledge that, given the nature of the platform, especially the distributed ledger technology employed, transaction data for Sator tokens is public, and such transactions are irreversible.

Any other information regarding privacy and personal data processed on SatorGame is published in the Privacy Policy. Data collected for the newsletter service or commercial communications is deleted upon the user's unsubscribing from that service. Additional retention terms are outlined in the cookie policy. Data may be processed for an extended period if the purposes of processing change (e.g., exercise of data subject rights, legal disputes, or the threat of legal actions, etc.).

LEGAL BASIS OF PROCESSING

The Data Controller processes personal data based on the expressed consent provided by the data subject, as well as for the execution of obligations under the Terms of Use. Other processing may be carried out by the Data Controller if required by law (e.g., billing data for services) or by order of the authority (e.g., providing information as part of investigations) or as stipulated by the contract.

AUTOMATED PROCESSING

The Owner collects the User's personal data related to physical activity performed when SatorGame is active. Such data includes route, duration, and movement activities (e.g., walking, running, cycling,

etc.). The obtained data undergo an automated profiling process to measure the intensity and frequency of the User's athletic performances to assign a score for participating in bidding auctions on SatorGame.

The scoring profiling algorithm is described in section 2.2 of the SatorGame Game Regulation.

The Owner processes the User's personal data for the above-described profiling only with the explicit and specific consent given by the User at the time of registration on SatorGame. The mentioned consent is necessary to play on SatorGame and is therefore a necessary condition for registering an account on SatorGame.

RIGHTS OF THE DATA SUBJECT.

According to articles 15 and following of Regulation (EU) 2016/679, the data subject can at any time request confirmation from the Data Controller whether personal data processing concerning them is taking place, with an indication of the purposes and categories of data. In such cases, the data subject can always:

Request access and rectification of inaccurate data and integration of incomplete data.

Request the erasure of data (if one of the conditions in Article 17, paragraph 1, of the Regulation occurs and subject to the exceptions provided for in paragraph 3 of the same article).

Request the restriction of processing (in the cases indicated in Article 18, paragraph 1, of the Regulation).

Obtain a copy of personal data in a structured, machine-readable format (in cases where the legal basis for processing is a contract or consent, and the processing is carried out by automated means – the so-called right to data portability).

Object to processing in special situations that concern them.

Withdraw consent (limited to cases where processing is based on consent).

EXERCISE OF RIGHTS

To exercise the rights mentioned in the previous paragraph or to receive further information, the data subject can contact the Data Controller by writing to the email address: privacy@satorgame.com.

If the data subject believes there is an unlawful processing or if they think that the Data Controller has not provided a correct response to the exercise of the rights mentioned in the previous paragraph, they may file a complaint with the Italian Data Protection Authority (Garante per la protezione dei dati personali) under Article 77 of the Regulation (EU) 2016/679.

Additionally, the data subject can always address the competent judicial authorities as provided for in Article 79 of the Regulation (EU) 2016/679.

TRANSACTIONS

The user bears any transaction costs and fees imposed by Third Parties for converting Satori into Credits (or transferring Satori to the Convertible Token Fund). The user acknowledges that Third Parties may vary their costs and fees, the value of which is beyond the control of the Company.

On the other hand, the Company covers all transaction costs and fees imposed by Third Parties for the reverse operations of converting Credits into Satori, i.e., transferring Satori from the Convertible Token Fund to Users' Wallets.

ECOMMERCE AND USER RESPONSABILITY

In accordance with articles 13 and following of Legislative Decree 70/2003, the Company is obliged to promptly intervene for the removal of illicit content, particularly content that is defamatory, contrary to public order, or that constitutes a violation of the right to name and image, the right to privacy, and the protection of personal data.

Users are therefore invited to promptly report any violation of the law, even suspected, committed on SatorGame to the Company at the address support@satorgame.com.

The Company adopts a strict policy for preventing offenses in accordance with legal prerogatives and with respect to due process for the parties involved. In this perspective, SatorGame reserves the right to delete or suspend, as a precautionary measure, the accounts of Users who are authors of proven or ongoing illicit conduct under the above-mentioned regulations.

Users are therefore aware that the Company has the right to close accounts or deny access to Users who have been reported or who have engaged in conduct that violates the law or these Terms of Use.

However, the right of the excluded or suspended User to convert any Credits on their Credit Account into Satori remains unaffected.

RIGHTS OF THE COMPANY

The Company holds exclusive rights to all intellectual and industrial property rights contained in SatorGame and/or published on the website www.satorgame.com, including, for example, layouts, images, texts, graphics, domains, and trademarks (e.g., Sator, Satori, and SatorGame). Unauthorized use of the content published in SatorGame or on the website www.satorgame.com constitutes a violation of the law and will be pursued by the Company in civil and criminal proceedings.

RAPPRESENTATIONS AND WARRENTIES

The Company makes no warranties regarding the accuracy or completeness of the content available on SatorGame. Users acknowledge that blockchain technology and its practical applications are novel and qualify as 'emerging technologies' whose effects and operation are still uncertain. For these

reasons, the Company does not guarantee the effects and operation of the Platform and the smart contracts executed on it.

Users also acknowledge that: (i) computer programs operating on the Platform (smart contracts) are by their nature subject to a certain degree of unpredictability; (ii) the Platform and SatorGame itself may be subject to defects, digital virus infections, computer attacks, or other technical malfunctions that can lead to unexpected failures and service interruptions.

In light of the above, Users acknowledge that the Company, except for fraud or gross negligence, provides SatorGame 'as is,' i.e., with an exclusion of liability towards them, with particular reference to the correct and timely execution of Satori transaction and conversion operations.

These Terms of Use govern the relationship between the Company and the User from the moment of the conclusion of the account opening process for an indefinite period and in any case until the cancellation or removal of the account. Both the Company and the User can terminate these Terms of Use at any time without the obligation to provide a reason. The User's termination must be executed by deleting their account through the appropriate modification and deletion tool available in the 'Settings' section of their profile.

DURATION

These Terms of Use regulate the relationship between the Company and the User from the moment of the conclusion of the account opening process for an indefinite period and in any case until the cancellation or removal of the account. Both the Company and the User can terminate these Terms of Use at any time without the obligation to provide a reason. The User's termination must be executed by deleting their account through the appropriate editing and deletion tool available in the "settings" section of their profile.

VARIOUS

The Company can modify these Terms of Use at any time. The updated version will be published on SatorGame and on the website www.satorgame.com and will take effect 30 days after publication. During this period, the User has the right to terminate the Terms of Use and therefore delete their account through the appropriate function in the account settings. In the absence of withdrawal within the aforementioned period, the new Terms of Use are considered accepted by the User. Users cannot transfer the rights and obligations arising from the acceptance of these Terms of Use.

